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STERN
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GUIDE

Designed and Developed by
UNIVERSAL RESEARCH LABORATORIES, INC.
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RESCUE
*Stern's newest victory
in the video field*



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**Stern
to the Rescue.**

DATELINE!

Somewhere
over the
deep blue
sea.

Postcoopers are sighted falling into dangerous waters. Attack helicopters is a bonus above a hole enemy ships, subs, and sharks threaten below. Help agents. American choppers drop into enemy territory to save a specified number of men.

The Mission

As the mission begins, the pilot maneuver has craft over the first postcooper. A heli drops down and the man climbs to safety. The task is fraught with danger.

If the helicopter is hit, the heli is lost. The crew is in trouble.

If the prop touches a mine, it explodes from coast.

After chopper has away before the man is safe, the heli falls back into the water.

At the completion of every third mission, the pilot receives his prize, a promotion or rank, and a bonus reward.

Alternating between mission, mission and night, the mission becomes more difficult. Each level has its own combination of enemy obstacles.

The Enemies

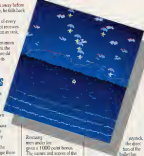
Enemy helicopters shoot at the rescue choppers. The enemies must be shot before they down the rescue craft.

Sharks circle the postcoopers and must be destroyed before they get the men.

Subs surface and the choppers can only wipe them out by bombing them.

Ships attack and the helicopter strikes back with a hit.

Mines are mined when the chopper hits the enemy.



posted, the shot taken of the heli.

Rescue men under fire gives a 1000 point bonus. The names and scores of the top ten players can be viewed in the log.

Mission Control

Because a mission is a mission, the pilot controls the movement of the chopper with the left

with the right. The pilot attacks enemy obstacles by pressing the "fire" button.

"Rescue" is a victory, equipped with a stand and a phone "junk." It shows the pilot's day.



Star Electronics, Inc.